TriX User Manual

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1 Object, play and rules

TriX is a card game, created by XtraMo. This section details the object, play and rules of the TriX game.

1.1 The cards

The TriX game has eighty one cards. Each card has a graphic sketch on it. The sketch on each card has four characteristics: shape, color, texture and number.

Each one of the four characteristics has three options. The options for the four characteristics are summarized in Table 1-1.

Table 1-1: Card characteristics

Characteristics Name	Option 1	Option 2	Option 3
Shape	Egg	Plus (quatrefoil)	Star
Color	Red	Purple	Green
Texture	Full	Stripes	Empty
Number	One	Two	Three

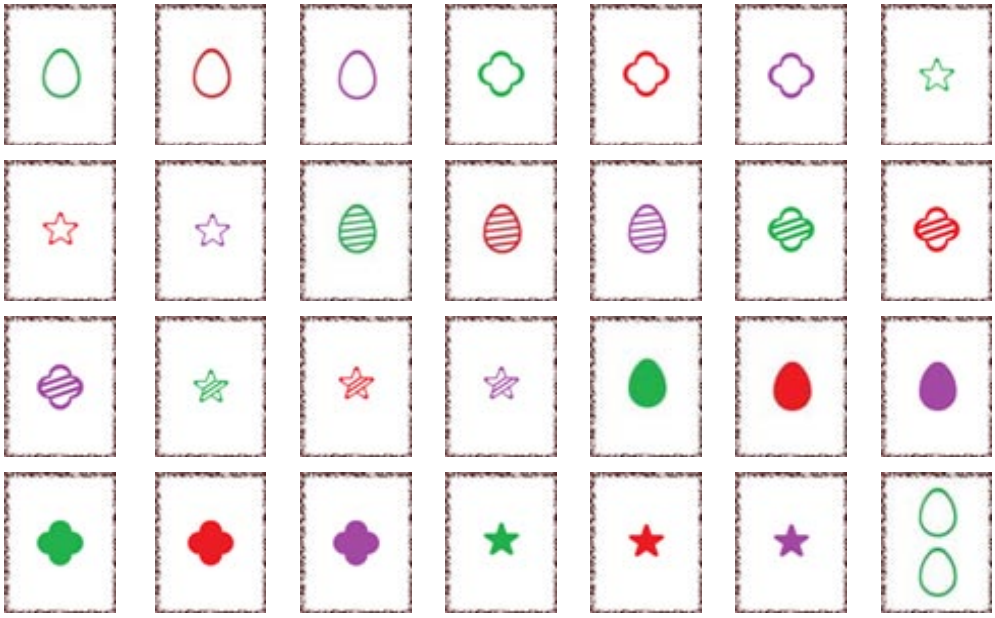
Let's take a look at the card in Figure 1-1.

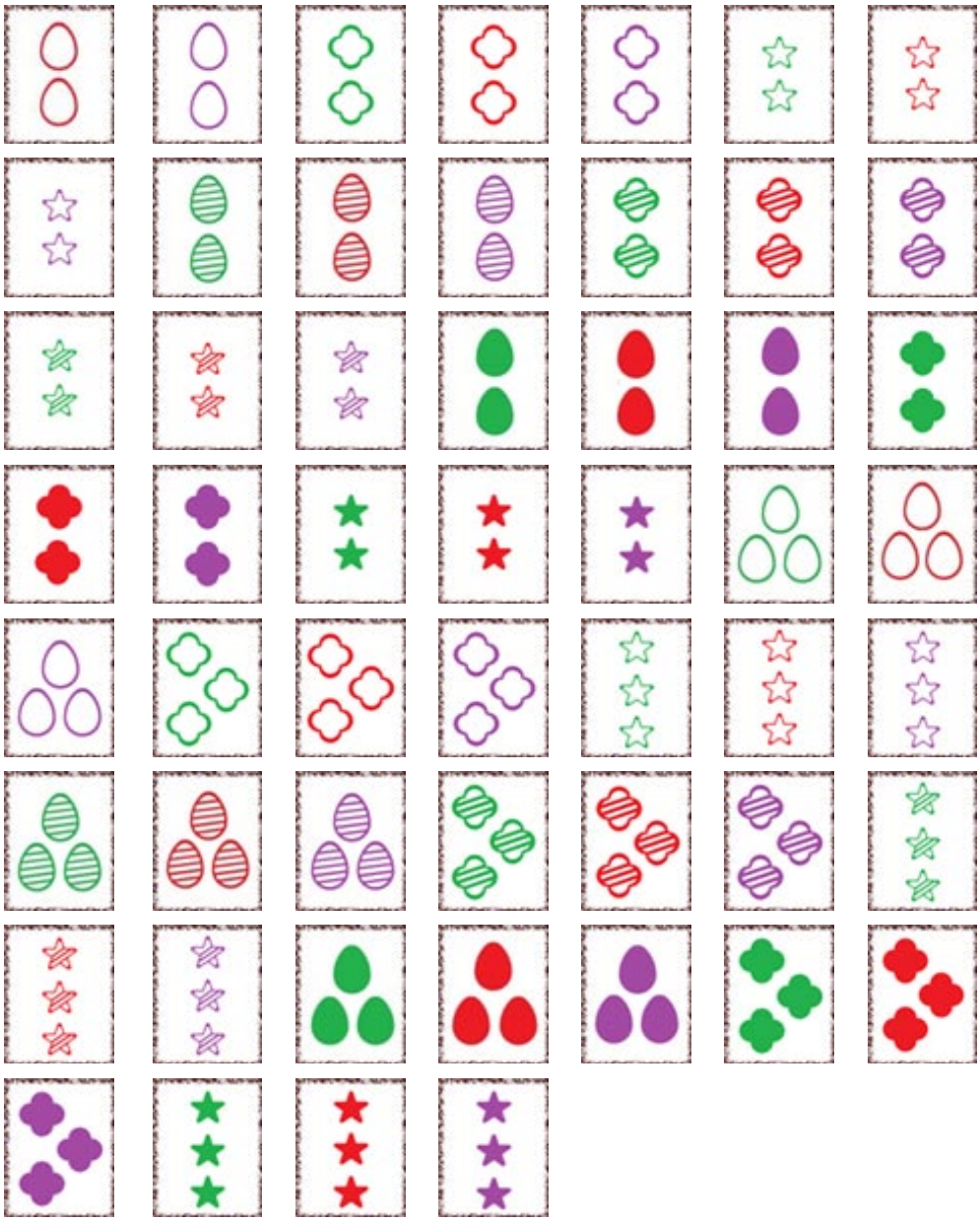
Figure 1-1 TriX card

It has the following characteristics: egg, red, stripes and two.

The entire eighty one cards are shown in Table 1-2.

Table 1-2: All TriX cards





1.2 What is a TriX?

A TriX is a set of three cards which comply to one of the following rules:

- Each one of the four characteristics is **different** on all cards.
- Each one of the four characteristics is **the same** on all cards.

Here are some examples.

The three cards in Figure 1-2 form a TriX. The shape characteristic is the same on all cards (egg). The color characteristic is different on all cards (green, red, purple). The texture characteristic is the same on all cards (empty). The number characteristic is the same on all cards (one).

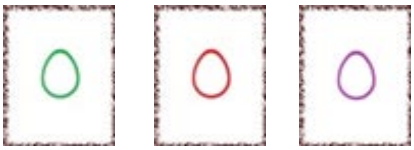


Figure 1-2 Correct TriX

The three cards in Figure 1-3 form a TriX. The shape characteristic is the same on all cards (plus). The color characteristic is different on all cards (green, red, purple). The texture characteristic is different on all cards (stripes, full, empty). The number characteristic is different on all cards (three, two, one).

Figure 1-3 Correct TriX

The three cards in Figure 1-4 are not a TriX. The shape characteristic is the same on all cards (star). The color characteristic is different on all cards (red, purple, green). The number characteristic is different on all cards (two, three one). The texture characteristic is the problematic characteristic. It is not different on all cards and it is not the same on all cards (stripes, stripes, full).

Figure 1-4 Correct TriX

1.3 The object

The object of the game is to obtain as much as possible TriXs.

1.4 The play

The game starts with nine cards on the table as shown in Figure 1-5.

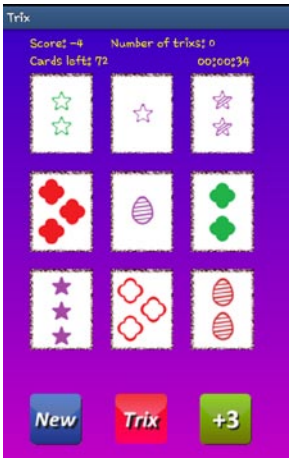


Figure 1-5 TriX screen with nine cards

When you identify a TriX, click the TriX button and then select the cards which form that TriX as shown in Figure 1-6.

Figure 1-6 TriX selection

In the first screen seen above, there are actually two possible TriXs as shown in Figure 1-7. You can pick anyone of the two.

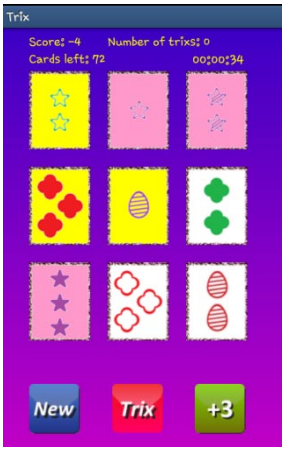


Figure 1-7 Two TriXs

When you click the TriX button, a timer begins a countdown at the upper right corner of the screen. You have 10 seconds to click the cards which form a TriX. Failing to do so, will end in losing 5 points. The timer is shown in Figure 1-8.

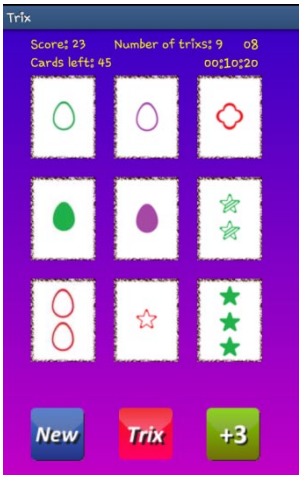


Figure 1-8 TriX timer

When a TriX is found and clicked, the TriXs counter increases and three other cards take their place on the screen. The game continues until there are no more cards left in the bank. When the game cannot be played any longer, you will be notify and also notified how many points you gained as shown in Figure 1-9.

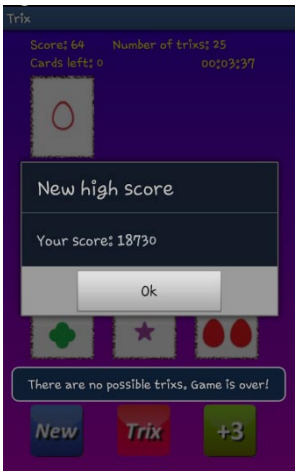


Figure 1-9 Game end screen

If you select three cards which do not form a TriX then a dialog message will appear, explaining why your three cards do not form a TriX. An example is shown in Figure 1-10.

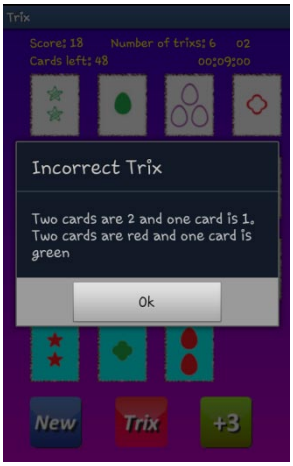


Figure 1-10 Wrong TriX dialog

1.5 Adding cards

If you cannot find a TriX on the table, you can add cards to the table by clicking the +3 button. You can repeat this step twice, up to fifteen cards. When 12 cards are placed on the table, the chance of finding a TriX is 97%. When 15 cards are placed on the table, the chance of finding a TriX goes up to 99.9%. Tables of 12 cards and fifteen cards are shown in Figure 1-11 and Figure 1-12.

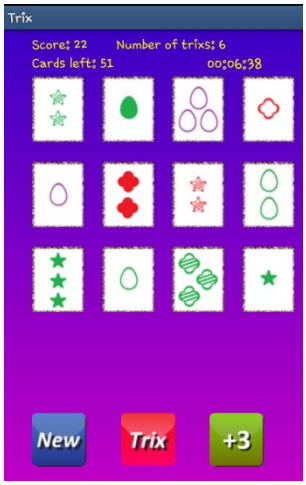


Figure 1-11 12 cards

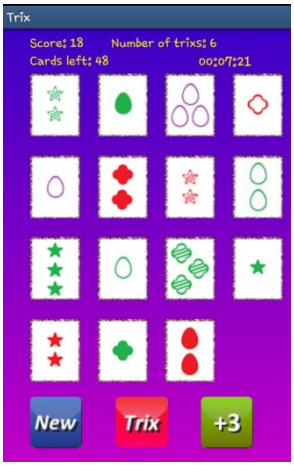


Figure 1-12 15 cards

2 Main menu and games

This section covers the first screen that you will see when entering the TriX app. This screen is the main menu of the game. The main menu is shown in Figure 2-1.

Figure 2-1 Main menu

2.1 One player

The one player game is the game described in section 1.4.

The game starts with 9 cards and goes on until there are no possible TriX left on the table and there no more cards to add to the table.

The score is based on the number of TriXs found and the amount of time elapsed.

2.2 Two players

The two players game enables two people play on the same device. Each player has his own button for TriX named P1 and P2 as shown in Figure 2-2.

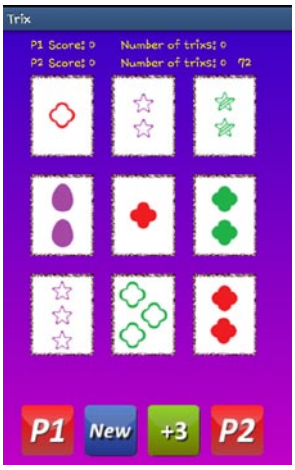


Figure 2-2 Two players game

When a player clicks his TriX button, a 'Go!' indication appears and can determine who clicked first. This indication for the second player is shown in Figure 2-3.

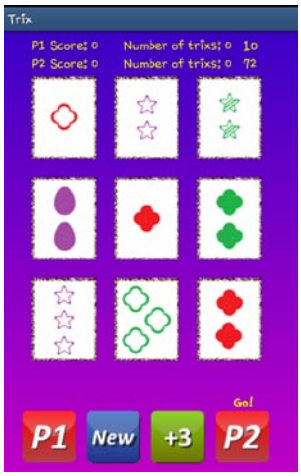


Figure 2-3 P2 Go indication

As in a one player game, the game continues until there are no possible TriX left on the table and there no more cards to add to the table.

2.3 Training

As the name specifies, this is a training screen. The screen is divided to two portions. In the upper part, you have two out of three cards which form a TriX. In the lower part, you have six cards, one of them forms a TriX with the two cards in the upper part. The screen is shown in Figure 2-4.

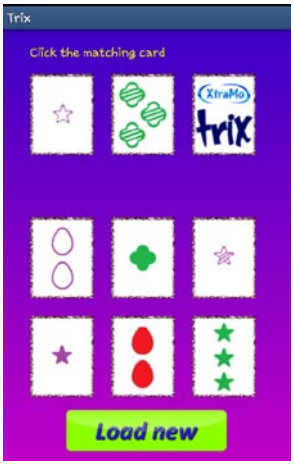


Figure 2-4 Training screen

Once you click the correct card, a 'Correct' text appears as shown in Figure 2-5. You can try another training screen by clicking the 'Load new' button.

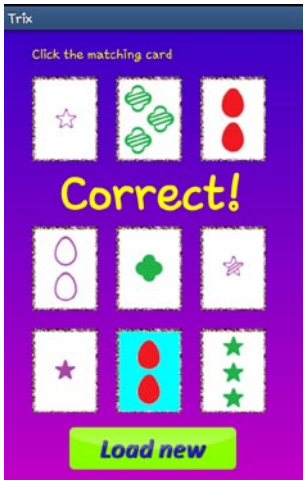


Figure 2-5 Correct TriX

2.4 BlueTooth

Selecting the BlueTooth option enable two players play one against the other on two different devices.

The first thing you'll be asked to do is to enable Bluetooth on your device. Please remember that the Bluetooth stays on also after you quit the TriX app, so once you stop using it, cancel the Bluetooth on your device.

The Bluetooth permission request is similar to Figure 2-6.

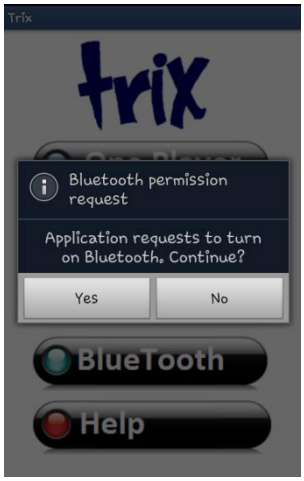


Figure 2-6 Bluetooth permission request

The second thing that the two players have to select is which one will be the 'Sender' and which one will be the 'Receiver'. There is no significance in selecting the role between the two players. The selection dialog is shown in Figure 2-7.

Figure 2-7 Sender/Receiver selection

The Receiver will have also to allow his device to be discoverable.

The Sender can pick the Receiver from the list of available devices if the Receiver is already on his list. If the Receiver is not on the Sender's list, click 'Scan' to scan close Bluetooth devices.

The game begins when both the Sender and the Receiver see indications, stating that they are connected one to each other. Such an indication is shown in Figure 2-8.

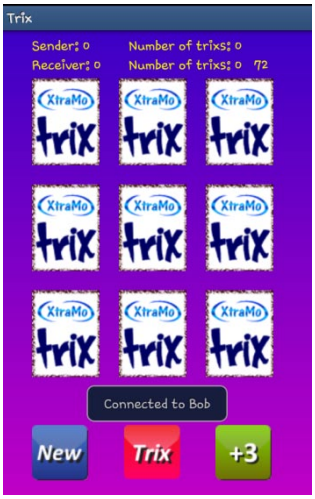


Figure 2-8 Connection indication

The game rules are the same as for one player.

When you click the TriX button, your opponent receives an indication for it as shown in Figure 2-9.

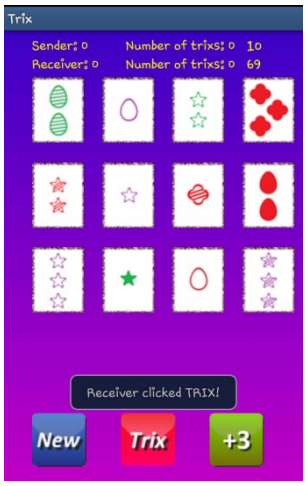


Figure 2-9 TriX clicked indication

When you click the +3 button, your opponent receives a dialog which asks him to confirm adding those three cards. The opponent can either confirm or decline this request. The adding cards request is shown in Figure 2-10.

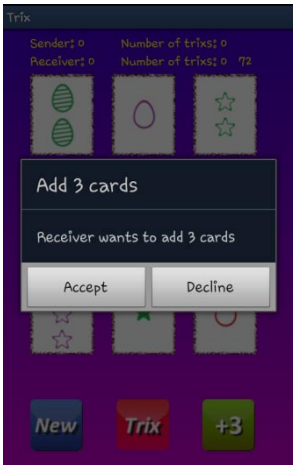


Figure 2-10 Adding cards request

When one of the players goes back a screen, leaves the app, going away too far, then the connection is lost. Both the Sender and the Receiver receives a 'Connection lost' message as shown in Figure 2-11.

Figure 2-11 Connection lost message

2.5 Help

The help screen contains a short help on how to play TriX.

3 Menu options

The menu offers the following options:

Settings – set or unset settings of the game.

About – about the game.

Hi Scores – list of top five high scores achieved in the game.

3.1 Settings

The Settings section has the following options:

- Sounds – enable sounds during the game. The default option is no sounds.
- Enable trix timer – enable or disable the 10-seconds TriX timer. This is the time which is dedicated to finding a TriX. He default option is enabled.
- Long press on +3 for a hint – by checking this option, a long press on the +3 button will reveal to the player, the number of possible TriXs on the current table. The hint is shown in Figure 3-1. A hint takes off two points. The hint is not effective on two players game or a Bluetooth game.

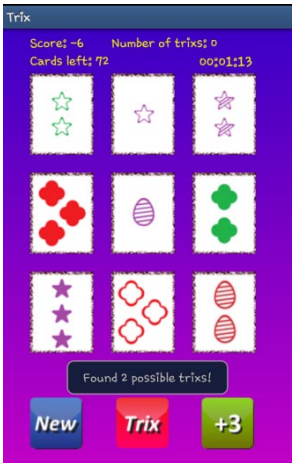


Figure 3-1 Hint example

- Long press on Trix for a clue – by checking this option, a long press on the Trix button will reveal to the player, two out of three cards of a TriX if a TriX can be found on that table. The clue is shown in Figure 3-2. A clue takes off four points. The clue is not effective on two players game or a Bluetooth game.

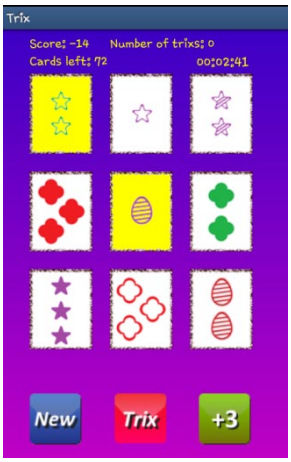


Figure 3-2 Clue example

- Show animation when Trix is found – by checking this option, when you find a TriX, an animation with the cards you picked will be shown. In a Bluetooth game, the animation is shown by default to the opponent.

4 Support

XtraMo does the best it can to avoid bugs and to deploy the cleanest app to the Google Play market. If you find any bug, if you have any question, if you want to propose an idea for making TriX better, don't hesitate to mail us:

support@xtramo.com

A response is guaranteed up to 24 hours.

Thank you so much for reading this manual. Enjoy the TriX game and visit us at:

http://www.xtramo.com